

March 10, 2005

Lake Bowl Casino

511 E. Bidwell St.
Folsom, CA

<u>Wagering Limit</u>	<u>7-8 Players</u>	<u>3-6 Players</u>
\$1/\$2	\$3	\$2
\$2/\$4	\$3	\$2
\$3/\$6	\$4	\$3
\$4/\$8	\$4	\$3
\$6/\$12	\$4	\$3
\$8/\$16	\$5	\$4
\$9/\$18	\$5	\$4
\$10/\$20	\$5	\$4

FEE COLLECTION METHOD

PAI GOW TILES

ALL FEE COLLECTIONS WILL BE TAKEN PRIOR TO ANY TILES OR ANY BETS BEING PLACED. THE FEE COLLECTION IS PLACED IN FRONT OF EACH BETTING SQUARE, WHICH IS THEN COLLECTED FROM EACH PLAYER BEFORE THE START OF THE GAME. THE COLLECTION IS NOT A PERCENTAGE OF THE POT. THE DEALER OF THE GAME (HOUSE) HAS NO PLAY IN THE GAME. INITIALLY, AT THE START OF THE GAME THE PLAYER/DEALER BUTTON IS GIVEN TO THE PLAYER TO THE LEFT OF THE DEALER. AT ALL TIMES THERE IS ONLY THREE COLLECTIONS PER GAME. THE PLAYER/DEALER POSITION WILL ROTATE IN A CLOCKWISE MANNER AND CAN ONLY BE HELD FOR TWO CONSECUTIVE HANDS, THEN THE POSITION MUST ROTATE. IF THERE IS NO INTERVENING PLAYER THEN THE GAME MUST STOP. INDIVIDUAL BETS OR WAGERS ARE NOT TO EXCEED \$300.00. BACK LINE BETTING OR SIDE BETTING ARE NOT PERMITTED.

PAI GOW TILES

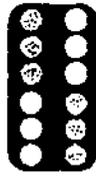
At Lake Bowl Pai Gow Tiles is played with a standard set of Chinese Dominos. It is a rotating player/dealer game. There are 32 tiles that are arranged into 16 pairs. Each player is offered to be the player/dealer in turn, counter-clockwise. The player has the option of either accepting the player/banker position or passing it on to the next player.

The players make a bet, then the dealer mixes or shuffles the tiles face down, and places them in eight stacks of four each. By using a dice cup, three dice are shaken and then shown. The total of the dice indicates which seat will receive the first stack of tiles. The collection is taken before play begins. Each player arranges his/her tiles to make the two highest combinations of rankings. When all players tiles are set, the player/dealer exposes his/her tiles, indicates to the dealer how they should be set, and tells the dealer to continue. The dealer then exposes each player's tiles, one player at a time, and compares their rankings with the player/dealer's ranking to determine the winner.

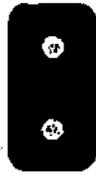
Both hands must be higher than the player/dealer's hand to win. If one hand is higher, and the other is lower, then it is a push. If both of the player's hands are lower than the player/dealer's hand, the player loses. If both the player and the player/dealer have the same numerical valued hand, the hand with the highest ranking domino wins (only the highest-ranking domino is considered). When the player/dealer and a player have the exact same ranking combinations, it is called a "COPY" and the player/dealer wins. A rating system determines the value of each hand. Pai Gow Tiles is similar to playing two separate hands of Baccarat at the same time, with 9 being the highest point; except that there are twenty different combinations of dominoes that are higher than 9. Sixteen of these combinations are pairs. The other four combinations of dominoes that is higher than 9 are called Wong and Gong. Each of these combinations and each individual domino have a ranking. The symbolism of the domino (not the numerical value) determines their ranking. (See ranking chart) If a player can't play one of the above mentioned combinations, he adds the total spots on two dominoes (subtracting 10' as in Baccarat) to determine his hand.

Individual Rankings

Singles



1st



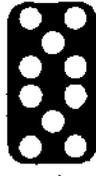
2nd



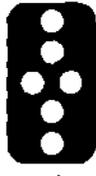
3rd



4th



5th



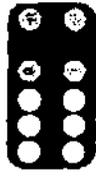
6th



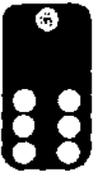
7th



8th



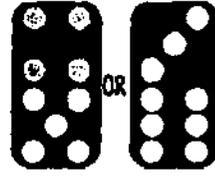
9th



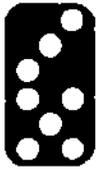
10th



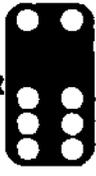
11th



12th



OR



13th



OR



14th



15th



OR



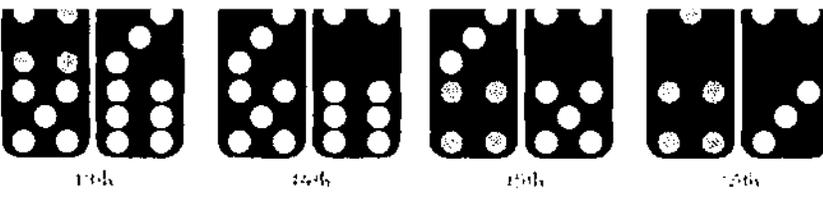
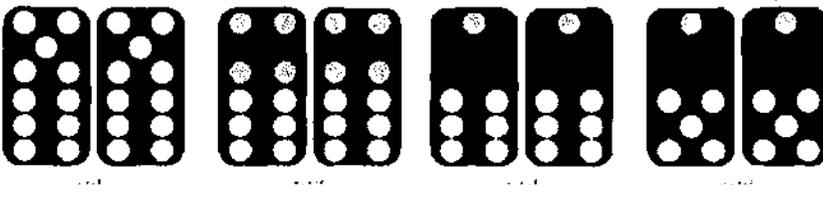
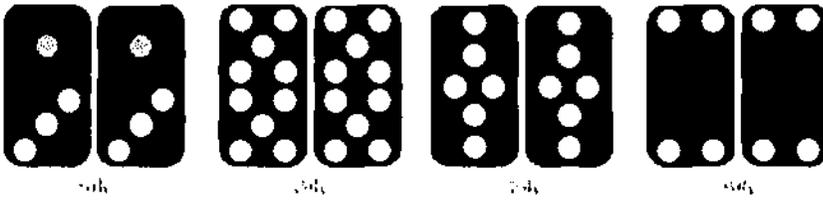
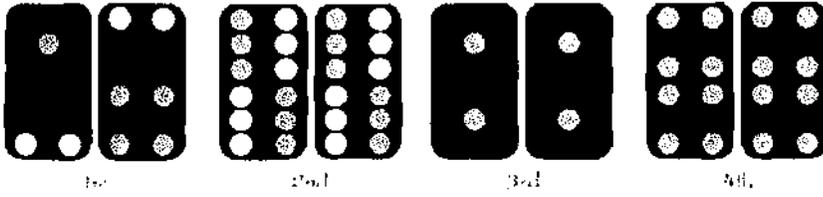
16th



17th

Ranking Combinations

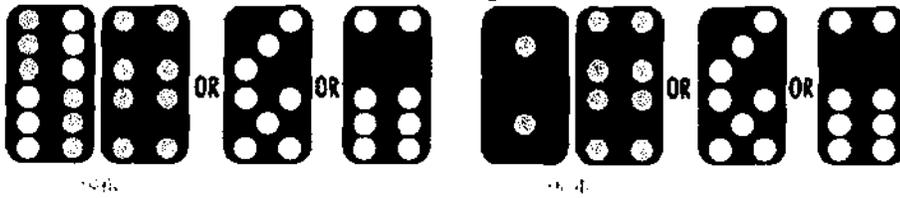
Pairs



Wong



Gong



FEE COLLECTION METHOD

PAI GOW POKER

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WAGERING LIMITS / FEE AMOUNTS

PAI GOW POKER

FEE AMOUNTS

ALL FEE COLLECTIONS WILL BE TAKEN PRIOR TO ANY
CARDS BEING DEALT

ORIGINAL BET

FEE AMOUNT
(FROM EACH BETTING
SQUARE PER PLAYER)

\$10/200.....\$1.00

PLAYER/DEALER COLLECTION.....\$2.00

*** PLAYERS CANNOT STACK CHIPS ***

PAI GOW POKER

At Lake Bowl casino Pai Gow Poker is played with a standard 52-card deck plus one joker; for a total of 53 cards. There can be up to seven players per hand. Pai Gow Poker is played with three dice and a dice cup.

Before any cards are dealt each player pays a wager. Pai Gow Poker requires a player/dealer and all hands be compared to the player/dealer's hand. The dealer stacks seven piles of seven cards; one card at a time, and the remaining four cards are discarded face up. The player/dealer selects a pile of cards to start the distribution. Then the player dealer takes the three dice and shakes them in the dice cup. The player/dealer then counts around the positions at the table counter-clockwise and that is where the action button goes. Counting from the player/dealer position, the sum of the dice determines who receives the first hand and where the action begins. The remaining hands go to the other players in counter-clockwise rotation. If there is an open spot the hand will be discarded. Each player with the exception of the player/dealer looks at their cards and forms two hands (a two card front hand and a five-card backhand).

Standard poker hands apply with five aces beating a royal flush (using the joker). The joker can be used to complete a straight or a flush. For a two-card hand, any pair beats any two unmatched cards, but straights and flushes don't apply. The player must arrange their hand so that the five-card hand ranks higher than the two-card hand. If they don't do that then the hand is fouled and the player loses automatically. Once all players have placed their hand face down, the player/dealer's cards are then set.

Starting with the action button all players' cards are exposed and compared to the player/dealer's hand. The winnings are determined by comparing the player's five-card hand to the player/dealer's five-card hand, and the player's two-card hand to the player/dealer's two-card hand. If the player wins both hands, the player/dealer pays out the amount wagered. The player/dealer can not pay out more than he/she has wagered. Starting with the action button the player/dealer starts the pay out. If the player/dealer runs out of money before all winning hands have been paid, the remaining winning hands do not get paid. If the player/dealer wins one hand and the player wins the other (push), no money is exchanged. If the player/dealer wins both hands, the player/dealer wins the player's wager. If the player and the player/dealer have the same hand(s), the player/dealer wins. If the player/dealer wins, he/she can only win what he/she has wagered.

PAI GOW POKER

RULES

Object: To set 7 cards received on the deal into two separate poker hands: a two-card front hand; and a five-card back hand. The object is to have both hands rank higher than the corresponding front and back hands set by the opponent(s). Note; the front hand may not rank higher than the back hand.

Play: Pai gow poker is played with a conventional poker deck with one added joker, totaling 53 cards. The joker may be used as an ace, or as a card to complete a straight or a flush. Five aces (four aces and a joker) is the best possible hand. The following ranking chart indicates the general categories of hands in descending order of value:

1. Five Aces
2. Royal Flush
3. Straight Flush
4. Four of a Kind
5. Full House
6. Flush
7. Straight (A-2-3-4-5 is the smallest straight)
8. Three of a kind
9. Two pairs
10. One pair
11. No pair (Nothing)

To Win: A player wins when his / her two hands rank higher than the player / dealer's respective hands. When one of the hands ranks higher, and the other one lower, a tie (push) results; no wager is exchanged. When the player and the player / dealer have the exact same hand, the player / dealer wins that hand. If you are not sure what to do, you may request the casino dealer to play the hand according to the "House Way."

FEE COLLECTION METHOD

7 CARD STUD HIGH/LOW SPLIT

ALL FEE COLLECTIONS WILL BE TAKEN PRIOR TO ANY CARDS BEING DEALT OR ANY BETS BEING PLACED. THE DEALER OF THE GAME (HOUSE) HAS NO PLAY IN THE GAME. INITIALLY, AT THE START OF THE GAME THE DEALER BUTTON IS GIVEN TO THE PLAYER TO THE LEFT OF THE DEALER. THE COLLECTION IS NOT A PERCENTAGE OF THE POT. IF THE DESIGNATED HIGH HAND WISHES TO PLAY THE HAND, HE / SHE MUST CALL THE FULL AMOUNT OF HIS / HER BETS. THIS PROCESS WILL REPEAT ITSELF EACH HAND, AND THE DEALER BUTTON WILL ROTATE ONE PLAYER EACH HAND IN A CLOCKWISE MANNER AROUND THE TABLE. INDIVIDUAL BETS OR WAGERS ARE NOT TO EXCEED \$300.00. BACKLINE BETTING OR SIDE BETTING ARE NOT PERMITTED.

WAGERING LIMITS / FEE AMOUNTS

SEVEN - CARD STUD HIGH/LOW SPLIT

(8 OR BETTER)

FEE AMOUNTS

**ALL COLLECTIONS OR HOUSE FEES WILL BE TAKEN PRIOR TO ANY
CARDS BEING DEALT OR ANY BETS BEING PLACED.**

<u>WAGERING LIMIT</u>	<u>FEE COLLECTED</u> (FROM EACH PLAYER)	<u>FORCED BET</u>
\$1/3.....	\$0.50	\$1.00
\$4/8.....	\$1.00	\$4.00
\$8/100.....	\$2.00	\$8.00

7-CARD STUD HIGH/LOW SPLIT

1. Lake Bowl plays 7-card stud High/Low Split with a standard 52-card deck.
2. The player/dealer button starts of at the first person to the dealers left. The button moves in a clockwise manner after each hand.
3. For each hand there will be a ante fee paid by each player which is the fee collection that goes to the house before the start of each game.
4. Each player will receive two card's face down and one card face up on the first round.
5. The player with the lowest card will begin the betting. The first bet is a minimum one-dollar forced bet.
6. Betting will proceed after each round is dealt. There are a total of five rounds of betting. After the first round it is up to the high hand to start the betting or check. One up card will be dealt for the next three rounds, each proceeding with checking or betting. The final round will be a face down card. This is the last round to bet.
7. If a player cannot call a bet due to running out of chips then there will be a side pot started for all addition betting amongst the remaining players. The player that ran out of chips is considered to be "all in" and is only eligible to win the original pot. In order to win the original pot and the second pot the remaining player must have a hand that is higher than the player's hand that is "all in."
8. Players are not allowed to buy additional chips in the middle of a game.
9. Players are not allowed to share chips or buy chips from other players.
10. Only one person can play a hand at one time.
11. The following ranking chart indicate the general categories of hands in descending order of value for the high hand:
 1. Royal Flush (10, J, Q, K, A all in the same suit)
 2. Straight flush (5 cards same suit in a row)
 3. 4 of a kind
 4. Full house (3 of a kind and a pair)
 5. Flush (5 cards same suit)
 6. Straight (5 cards in a row)
 7. 3 of a kind
 8. 2 pair
 9. Pair
 10. High card
12. Once all cards are dealt and the last round of bets has been collected the player who made the last bet must show his cards first. Any players who called the bet must then show their hands. Each player can only use the best five cards out of seven to form the high hand and the same or different to make a low hand.
13. The player with the highest-ranking hand will split the pot with the lowest-ranking hand. There is a qualifier of eight or lower to win the low hand. The ace counts as high

card for this purpose. In the event that there is a tie between two players, the dealer will split the pot between the two winning hands. The pot will be awarded to the winning hand once all losing hands have been killed.

14. There might not be a qualifying low hand every time, if there is no low hand then the high hand wins.
15. Qualifying low hands consist of five cards with different numerical values from Ace to 8. If multiple players meet this standard then the player with the high hand (ex. Ah, 2d, 5c, 6c, 7d beats Ac, 2c, 6d, 7h, 8d). The best possible low hand is A, 2,3,4,5 – straights and flushes do not count against a low hand, but a pair will disqualify it. One way to figure out a low hand is to look at the two highest cards in that hand. Ex. An A, 2, 3, 4, 6 scores a 64, and would therefore beat a A, 2, 3, 5, 6 because it scores a 65.

SEVEN-CARD STUD HIGH-LOW SPLIT RULES

1. A qualifier of eight or better is required for a low hand (ace counts as high card for this purpose).
2. Straights and flushes do not effect the value of a low hand.
3. Splitting the pot is only determined by the cards and not by any agreement among players.
4. When there is a odd chip in the pot the chip goes to the high hand.
5. The buy-in for 7-Card Stud is 10 times the minimum bet except in \$1 to \$3 limit. This game has a buy-in of \$20.
6. Check and raise is permitted.
7. The ranking of hands is the same as in Draw Poker, except there is no Joker. A player may use any five cards to make a high hand and the same or different to make a low hand.
8. Only a full bet constitutes a bet. Anything less than a full bet is considered to be action only. Example: In a \$1 & \$3 game, on the last card, the first player bets \$3. The next player goes all-in for \$5. The next player may call the initial bet of \$3 and \$2 action (a total of \$5) or may raise the initial bet of \$3 to \$6 for a total of \$6.
9. A bet and three raises are allowed for each betting round, however, completing an opening forced bet does not count as a raise. There is no limit on raises with only two players remaining.
10. String bets or raises are not allowed. A player must put in the full amount of the bet at one time or announce his intended action. A player who puts a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".
11. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
12. Suits do not count in ranking of hands to determine the winning hand. The ranking of suits is used only to determine the lowest card for a forced bet, drawing for seats in games, etc. Suits are ranked Spades (highest), Hearts, Diamonds and Clubs.
13. A card placed face up in the deck (boxed cards shall be treated as a "scrap of paper." A Joker will be treated as a scrap of paper and will be replaced by the next card below it in the deck, except when it is dealt to a player as a down card. In this situation, it will be replaced after the round of cards have been dealt. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a fouled hand and forfeits all rights to the pot and all monies involved.
14. If a player antes and/or asks to be dealt-in but is unable to make it back to the table in a reasonable amount of time to act on his hand, then he forfeits his ante and his forced entry bet, if any.
15. If a player does not have the correct number of cards on the deal and no action has been accepted the hand will be a misdeal. If there has been action ("action" defined as two or more players acting on their hands in turn) before the mistake is noticed, the player with the incorrect number cards will receive his money back and is out of the hand.

16. If a player folds his hand after making a forced bet or on a round of checking, his seat will continue to receive a card until there is a wager.
17. If a player's first or second hole card is accidentally turned up, the third card is dealt down. If both hole cards are dealt up, the third and fourth cards are dealt down.
18. If a dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play then resumes in a normal fashion.
19. If a dealer burns two cards or fails to burn a card, if possible, move the cards to the right position to rectify the error. If it happens on a down card and there is no way to tell which card was received, then the player must accept the card.
20. If any player, other than first position, receives his last card face up, all other players will receive their last card face down. The player or players whose down card was exposed has two options: (1) Declaring themselves all-in for the portion of the pot already played and any subsequent betting will be on the side, or (2) may, at that player's option, continue to be active in any further action in the pot on the final round.
21. If the first player's final card is exposed then all subsequent cards will be exposed. The player that is high on board is first to act and all action stands.
22. In all fixed limit games, i.e. 3-6, 5-10, etc., if a player makes an open pair on the fourth card, that player has the option of betting either \$5 or \$10 (5-10 limit). If he bets \$5, the next player(s) may raise in increments of \$5 or \$10. If a \$10 bet or raise is made, the next raise must be in increments of \$10 (i.e. player "A" bets \$5, player "B" raises to \$15, player "C" has the option of calling the \$15 bet or of raising to \$25. He may not make it \$20.) If that player checks, all other players, in turn, have the option to bet \$5 or \$10.
23. If there are not enough cards left in the deck for each player, the Dealer is to deal all the cards except the last card. He then scrambles the last card and four burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card. If the dealer determines that by using this procedure there will still not be enough cards for all the players, he cannot give any of the players a downcard. Instead, he is to announce to the table that there are not enough cards to go around and that a community card will be used. The dealer will then burn a card and turn a card up in the center of the table. That card plays in everyone's hand. The player with the highest hand initiates the action.
24. A player who calls when his opponents' up cards beat him is not entitled to a refund.
25. A player must have seven cards in order to win. Any other number of cards constitutes a dead hand. Players must protect their own hand.
26. A card accidentally dealt off the table must play. If it is the last card, it is to be treated as an exposed seventh street card.
27. The splitting of pots among players will not be allowed under any circumstances in any game. All hands must be played to completion.
28. When a player turns any of his up cards over after a bet has been made he risks losing all rights to the pot.
29. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, but it is the players responsibility to protect their hand at all times.

30. If a player miscalls his/her hand with intent to cause another player to discard their hand may, at the discretion of management, risk forfeiting the pot and/or expulsion from the cardroom.

31. A player's seat will only be held for 15 minutes if there is a waiting list. Once the time is up their chips will be removed from the table and placed behind the dealer. If the player decides to still play, he/she will have to put their name on the waiting list. If he/she decides to cash out, then the dealer will cash them out after that hand.

FEE COLLECTION METHOD

HOLD'EM

THE DEALER OF THE GAME (HOUSE) HAS NO PLAY IN THE GAME. INITIALLY, AT THE START OF THE GAME THE DEALER BUTTON IS GIVEN TO THE PLAYER TO THE LEFT OF THE DEALER. THE PLAYER TO THE LEFT OF THE DEALER BUTTON IS THE SMALL BLIND. THE PLAYER WITH THE BIG BLIND BUTTON (TWO SPOTS TO THE LEFT OF THE DEALER BUTTON) PAYS THE POSTED FEE COLLECTION. ALL FEE COLLECTIONS WILL BE POSTED PRIOR TO ANY CARDS BEING DEALT. THE FEE IS TAKEN FROM THE POT AFTER THE FIRST ROUND OF BETTING HAS BEGUN AND THEN DROPPED. THE COLLECTION IS NOT A PERCENTAGE OF THE POT. THE PLAYER TO THE LEFT OF THE BIG BLIND STARTS THE ROUND OF BETTING. THIS PROCESS WILL REPEAT ITSELF EACH HAND. THE DEALER BUTTON, BIG BLIND, & SMALL BLIND WILL ROTATE ONE PLAYER EACH HAND IN A CLOCKWISE MANNER AROUND THE TABLE. REGARDLESS OF THE OUTCOME OF THE GAME THE FEE COLLECTION IS ALWAYS DROPPED FOR EVERY HAND. INDIVIDUAL BETS OR WAGERS ARE NOT TO EXCEED \$300.00. BACKLINE BETTING OR SIDE BETTING ARE NOT PERMITTED.

WAGERING LIMITS / FEE AMOUNTS

HOLD'EM

FEE AMOUNTS

THE PLAYER WITH THE BIG BLIND BUTTON WILL POST ALL FEE COLLECTIONS. AFTER THE FIRST ROUND OF BETTING HAS BEGUN THE FEE COLLECTION WILL BE TAKEN FROM THE POT AND DROPPED.

<u>WAGERING LIMIT</u>	<u>BIG BLIND</u>	<u>AMOUNT OF PLAYERS</u>	<u>FEE COLLECTION</u>
\$1/3	\$3.00	2 - 4	\$1.00
		5 - 6	\$2.00
		7 - 8	\$3.00
\$4/8	\$8.00	2 - 4	\$2.00
		5 - 6	\$3.00
		7 - 8	\$4.00
\$9/18	\$18.00	2 - 4	\$3.00
		5 - 6	\$4.00
		7 - 8	\$5.00

* PLAYERS CANNOT STACK CHIPS *

HOLD'EM

Hold'em is played with a standard 52-card deck, and it uses a flat disc called a dealer button to indicate the player in the dealer position for that hand (even though the game is actually dealt by a non-playing casino employee). The button starts to the left of the dealer and rotates clockwise after each hand. The player with the big blind is the last to receive cards, and posts the fee collection for that hand.

Hold'em uses one or more blinds to stimulate action and initiate play. Blinds are posted before the cards are dealt. Blinds are part of a player's bet. The player posts the small blind immediately to the left of the button and the player posts the big blind two positions to the left of the button.

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In Hold'em, all players receive two cards dealt face down as their personal hand, after which there is a round of betting. Next three cards are turned face up in the middle of the board simultaneously (this is called the "the flop") after which there is another round of betting. Two more cards are dealt face up on the board one at a time, with a round of betting after each card. The "boardcards" are community cards; a player may use any combination of five cards from among the boardcards and personal cards to form a hand. A player may choose to use all the boardcards and no personal cards to form a hand. This is called "playing the board".

After each deal the button must move forward, and the blinds will be adjusted accordingly.

The player with the highest ranking 5-card poker hand wins. In the event of a tie the pot will be split equally between the winning hands.

HOLD'EM RULES

1. A new player entering the game has the following options:
 - a. Wait for the big blind.
 - b. Post an amount equal to the blinds and be dealt in immediately.
 - c. Wait for the blinds and buttons to pass and then be dealt in.
2. A new player may not be dealt in between the small blind and the button. You must wait until the button passes.
3. Players must meet their blind obligations for every round of play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
4. If you miss your blinds you may be dealt in by either posting the amount equal to your blinds or by waiting for your big blinds. If you choose to post the amount equal to the blinds only the amount equal to the big blind is live, and the remainder is placed into the pot as "dead money."
5. You may not make up blinds between the big blind and the button.
6. A player may change seats without penalty provided the blind has not passed the new seat.
7. No live "straddle" bets are allowed.
8. A player must declare that they are playing the board before they throw their cards away. Otherwise they relinquish all claims to the pot.
9. You can have a max of 8 players per table.

FEE COLLECTION METHOD

LOWBALL(CALIFORNIA)

ALL FEE COLLECTIONS WILL BE TAKEN PRIOR TO ANY CARDS BEING DEALT OR ANY BETS BEING PLACED. THE DEALER OF THE GAME (HOUSE) HAS NO PLAY IN THE GAME. INITIALLY, AT THE START OF THE GAME THE DEALER BUTTON IS GIVEN TO THE PLAYER TO THE LEFT OF THE DEALER. THE PLAYER/DEALER PAYS THE FEE COLLECTION AT THE BEGINNING OF THE GAME. THE COLLECTION IS NOT A PERCENTAGE OF THE POT. IF THE DESIGNATED HIGH HAND WISHES TO PLAY THE HAND, HE / SHE MUST CALL THE FULL AMOUNT OF HIS / HER BETS. THIS PROCESS WILL REPEAT ITSELF EACH HAND, AND THE DEALER BUTTON WILL ROTATE ONE PLAYER EACH HAND IN A CLOCKWISE MANNER AROUND THE TABLE. INDIVIDUAL BETS OR WAGERS ARE NOT TO EXCEED \$300.00. BACKLINE BETTING OR SIDE BETTING ARE NOT PERMITTED.

WAGERING LIMITS / FEE AMOUNTS

LOWBALL(CALIFORNIA)

FEE AMOUNTS

ALL COLLECTIONS OR HOUSE FEES WILL BE TAKEN PRIOR
TO ANY CARDS BEING DEALT OR ANY BETS BEING PLACED
FROM THE PLAYER/DEALER BUTTON

<u>WAGERING LIMIT</u>	<u>AMOUNT OF PLAYERS</u>	<u>FEE AMOUNT</u>	<u>FORCED BET</u>
\$1/3	2-4	\$0.50	\$1.00
	5-6	\$1.00	
	7-8	\$2.00	
\$4/8	2-4	\$1.00	\$4.00
	5-6	\$1.50	
	7-8	\$2.50	
\$9/18	2-4	\$2.00	\$9.00
	5-6	\$2.50	
	7-8	\$3.00	

* PLAYERS CANNOT STACK CHIPS *

CALIFORNIA LOWBALL

California Lowball is played using a standard 52-card deck plus one joker, for a total of 53 cards. All fee collections will be taken prior to any cards being dealt or any bets being placed from the player with the dealer button. The dealer will then drop the fee collection in the drop box.

Standard poker rankings apply. Players are dealt five cards face down, one at a time, in rotation. Checking is not permitted before the draw. A round of betting begins (call, raise, or fold). The remaining players may discard any number of their original cards and have the same number of cards replaced by the dealer. The player to the left of the dealer is the first to receive replacement cards. Another round of betting occurs. The player with the lowest-ranking five-card hand wins. In the event of a tie, the pot is split equally. Cards speak for themselves, however verbal declarations are binding. If you miscalc your hand and cause another to foul their hand your hand is dead.

In California lowball the best hand is Ace, 2, 3, 4, 5. Straights and flushes have no value but neither do they count against your hand. The joker is the lowest not already in your hand.

CALIFORNIA LOWBALL RULES

1. A new player has two options: To wait for the blind or to kill the pot (double the limit for that hand).
2. Half a blind or more constitutes a full blind.
3. A player who has less than half the blind may receive a hand and the next player must take the blind. If the all-in player wins the pot or rebuy's he must then take the blind.
4. If you miss your blind you may only be dealt in on your next blind.
5. Before the draw an exposed card of seven or under must be taken, and an exposed card higher than seven must be replaced after the deal is completed. After the draw an exposed card cannot be taken and must be replaced after the draw has been delivered to each player in turn.
6. A flashed card before the draw is not considered an exposed card. After the draw all exposed cards must be replaced/
7. A player may draw up to five cards to improve their hand.

FEE COLLECTION METHOD

OMAHA

THE DEALER OF THE GAME (HOUSE) HAS NO PLAY IN THE GAME. INITIALLY, AT THE START OF THE GAME THE DEALER BUTTON IS GIVEN TO THE PLAYER TO THE LEFT OF THE DEALER. THE PLAYER TO THE LEFT OF THE DEALER BUTTON IS THE SMALL BLIND. THE PLAYER WITH THE BIG BLIND BUTTON (TWO SPOTS TO THE LEFT OF THE DEALER BUTTON) PAYS THE POSTED FEE COLLECTION. ALL FEE COLLECTIONS WILL BE POSTED PRIOR TO ANY CARDS BEING DEALT. THE FEE IS TAKEN FROM THE POT AFTER THE FIRST ROUND OF BETTING HAS BEGUN AND THEN DROPPED IN THE DROP BOX. THE COLLECTION IS NOT A PERCENTAGE OF THE POT. THE PLAYER TO THE LEFT OF THE BIG BLIND STARTS THE ROUND OF BETTING. THIS PROCESS WILL REPEAT ITSELF EACH HAND. THE DEALER BUTTON, BIG BLIND, & SMALL BLIND WILL ROTATE ONE PLAYER EACH HAND IN A CLOCKWISE MANNER AROUND THE TABLE. REGARDLESS OF THE OUTCOME OF THE GAME THE FEE COLLECTION IS ALWAYS DROPPED FOR EVERY HAND. INDIVIDUAL BETS OR WAGERS ARE NOT TO EXCEED \$300.00. BACKLINE BETTING OR SIDE BETTING ARE NOT PERMITTED.

WAGERING LIMITS / FEE AMOUNTS

OMAHA FEE AMOUNTS

THE PLAYER WITH THE BIG BLIND BUTTON WILL POST THE FEE COLLECTIONS FOR THAT WAGERING LIMIT. THE PLAYER WITH THE SMALL BLIND BUTTON WILL POST HALF OF WHAT THE PLAYER WITH THE BIG BLIND HAS POSTED. THE FEE COLLECTIONS WILL BE POSTED PRIOR TO ANY CARDS BEING DEALT. AFTER THE FIRST ROUND OF BETTING HAS BEGUN THE FEE COLLECTION WILL BE TAKEN FROM THE POT AND DROPPED.

<u>WAGERING LIMIT</u>	<u>BIG BLIND</u>	<u>AMOUNT OF PLAYERS</u>	<u>FEE COLLECTION</u>
\$1/3	\$3.00	2-4	\$1.00
		5-6	\$2.00
		7-8	\$3.00
\$4/8	\$8.00	2-4	\$2.00
		5-6	\$3.00
		7-8	\$4.00
\$9/18	\$18.00	2-4	\$3.00
		5-6	\$4.00
		7-8	\$5.00

* PLAYERS CANNOT STACK CHIPS *

OMAHA

Omaha is played with a standard 52-card deck, and it uses a flat disc called a dealer button to indicate the player in the dealer position for that hand (even though the game is actually dealt by a non-playing casino employee). The button starts to the left of the dealer and rotates clockwise after each hand. The player with the dealer button is the last to receive cards. The player with the big blind posts the maximum forced bet, and the little blind posts half of the maximum forced bet for that hand.

Omaha uses one or more blinds to stimulate action and initiate play. Blinds are posted before the cards are dealt. Blinds are part of a player's bet. The player posts the small blind immediately to the left of the button and the player posts the big blind two positions to the left of the button.

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In Omaha all players receive four cards dealt face down as their personal hand, after which there is a round of betting. Next three cards are turned face up in the middle of the board simultaneously (this is called the "the flop") after which there is another round of betting. Two more cards are dealt face up on the board one at a time, with a round of betting after each card. The "board-cards" are community cards. In order to make a hand, a player must use two hole cards with any combination of three board-cards.

After each deal the button must move forward, and the blinds will be adjusted accordingly.

The player with the highest ranking 5-card poker hand wins. In the event of a tie the pot will be split equally between the winning hands.

OMAHA RULES

1. A new player entering the game has the following options:
 - a. Wait for the big blind.
 - b. Post an amount equal to the blinds and be dealt in immediately.
 - c. Wait for the blinds and buttons to pass and then be dealt in.
2. A new player may not be dealt in between the small blind and the button. You must wait until the button passes.
3. Players must meet their blind obligations for every round of play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
4. If you miss your blinds you may be dealt in by either posting the amount equal to your blinds or by waiting for your big blinds. If you choose to post the amount equal to the blinds only the amount equal to the big blind is live, and the remainder is placed into the pot as "dead money."
5. You may not make up blinds between the big blind and the button.
6. A player may change seats without penalty provided the blind has not passed the new seat.
7. No live "straddle" bets are allowed.

FEE COLLECTION METHOD

OMAHA HIGH/LOW

THE DEALER OF THE GAME (HOUSE) HAS NO PLAY IN THE GAME. INITIALLY, AT THE START OF THE GAME THE DEALER BUTTON IS GIVEN TO THE PLAYER TO THE LEFT OF THE DEALER. THE PLAYER TO THE LEFT OF THE DEALER BUTTON IS THE SMALL BLIND. THE PLAYER WITH THE BIG BLIND BUTTON (TWO SPOTS TO THE LEFT OF THE DEALER BUTTON) PAYS THE POSTED FEE COLLECTION. ALL FEE COLLECTIONS WILL BE POSTED PRIOR TO ANY CARDS BEING DEALT. THE FEE IS TAKEN FROM THE POT AFTER THE FIRST ROUND OF BETTING HAS BEGUN AND THEN DROPPED IN THE DROP BOX. THE COLLECTION IS NOT A PERCENTAGE OF THE POT. THE PLAYER TO THE LEFT OF THE BIG BLIND STARTS THE ROUND OF BETTING. THIS PROCESS WILL REPEAT ITSELF EACH HAND. THE DEALER BUTTON, BIG BLIND, & SMALL BLIND WILL ROTATE ONE PLAYER EACH HAND IN A CLOCKWISE MANNER AROUND THE TABLE. REGARDLESS OF THE OUTCOME OF THE GAME THE FEE COLLECTION IS ALWAYS DROPPED FOR EVERY HAND. INDIVIDUAL BETS OR WAGERS ARE NOT TO EXCEED \$300.00. BACKLINE BETTING OR SIDE BETTING ARE NOT PERMITTED.

WAGERING LIMITS / FEE AMOUNTS

OMAHA HIGH/LOW FEE AMOUNTS

THE PLAYER WITH THE BIG BLIND BUTTON WILL POST THE FEE COLLECTION FOR THAT WAGERING LIMIT. THE PLAYER WITH THE SMALL BLIND BUTTON WILL POST HALF OF WHAT THE PLAYER WITH THE BIG BLIND HAS POSTED. FEE COLLECTIONS WILL BE POSTED PRIOR TO ANY CARDS BEING DEALT. AFTER THE FIRST ROUND OF BETTING HAS BEGUN THE FEE COLLECTION WILL BE TAKEN FROM THE POT AND THEN DROPPED.

<u>WAGERING LIMIT</u>	<u>BIG BLIND</u>	<u>SMALL BLIND</u>	<u>AMOUNT OF PLAYERS</u>	<u>FEE COLLECTION</u>
\$2/4	\$4.00	\$2.00	2 - 4	\$1.00
			5 - 6	\$2.00
			7 - 8	\$3.00
\$4/8	\$8.00	\$4.00	2 - 4	\$2.00
			5 - 6	\$3.00
			7 - 8	\$4.00
\$9/18	\$18.00	\$9.00	2 - 4	\$3.00
			5 - 6	\$4.00
			7 - 8	\$5.00

* PLAYERS CANNOT STACK CHIPS *

OMAHA HIGH/LOW (8 OR BETTER)

Omaha High/Low (8 or better) is played with a standard 52-card deck, and it uses a flat disc called a dealer button to indicate the player in the dealer position for that hand (even though the game is actually dealt by a non-playing casino employee). The button starts to the left of the dealer and rotates clockwise after each hand. The player with the dealer button is the last to receive cards. The player with the big blind posts the maximum forced bet, and the small blind posts half the maximum forced bet for that hand.

Omaha High/Low (8 or better) uses one or more blinds to stimulate action and initiate play. Blinds are posted before the cards are dealt. Blinds are part of a player's bet. The player posts the small blind immediately to the left of the button and the player posts the big blind two positions to the left of the button.

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In Omaha High/Low (8 or better) all players receive four cards dealt face down one at a time, as their personal hand, after which there is a round of betting. Next three cards are turned face up in the middle of the board simultaneously (this is called the "the flop") after which there is another round of betting. Two more cards are dealt face up on the board one at a time, with a round of betting after each card. The "board-cards" are community cards. Each player at showdown may use any two hole cards with three community cards to make the highest five-card poker hand and any two hole cards with three community cards to make the lowest qualifying five-card poker hand. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, 5. Players must qualify for the low hand by making the five-card poker hand 8 high or better (lower). There are two winners; one for the highest hand and one for the lowest hand. The pot is split equally between the players with the highest-ranking hand and lowest qualifying hand. The ace can be used as a high or low card. If no player has a low qualifying hand, the player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally.

After each deal the button must move forward, and the blinds will be adjusted accordingly.

OMAHA HIGH/LOW RULES

1. A new player entering the game has the following options:
 - a. Wait for the big blind.
 - b. Post an amount equal to the blinds and be dealt in immediately.
 - c. Wait for the blinds and buttons to pass and then be dealt in.
2. A new player may not be dealt in between the small blind and the button. You must wait until the button passes.
3. Players must meet their blind obligations for every round of play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
4. If you miss your blinds you may be dealt in by either posting the amount equal to your blinds or by waiting for your big blinds. If you choose to post the amount equal to the blinds only the amount equal to the big blind is live, and the remainder is placed into the pot as "dead money."
5. You may not make up blinds between the big blind and the button.
6. A player may change seats without penalty provided the blind has not passed the new seat.
7. No live "straddle" bets are allowed.

FEE COLLECTION METHOD

DRAW POKER (JACKS OR BETTER)

ALL FEE COLLECTIONS WILL BE TAKEN PRIOR TO ANY CARDS BEING DEALT OR ANY BETS BEING PLACED FROM EACH PLAYER. THE DEALER OF THE GAME (HOUSE) HAS NO PLAY IN THE GAME. INITIALLY, AT THE START OF THE GAME THE DEALER BUTTON IS GIVEN TO THE PLAYER TO THE LEFT OF THE DEALER. THE COLLECTION IS NOT A PERCENTAGE OF THE POT. IF THE DESIGNATED HIGH HAND WISHES TO PLAY THE HAND, HE / SHE MUST CALL THE FULL AMOUNT OF HIS / HER BETS. THIS PROCESS WILL REPEAT ITSELF EACH HAND, AND THE DEALER BUTTON WILL ROTATE ONE PLAYER EACH HAND IN A CLOCKWISE MANNER AROUND THE TABLE. INDIVIDUAL BETS OR WAGERS ARE NOT TO EXCEED \$300.00. BACKLINE BETTING OR SIDE BETTING ARE NOT PERMITTED.

WAGERING LIMITS / FEE AMOUNTS

DRAW POKER (JACKS OR BETTER)

FEE AMOUNTS

ALL COLLECTIONS OR HOUSE FEES WILL BE TAKEN PRIOR TO ANY
CARDS BEING DEALT OR ANY BETS BEING PLACED.

<u>WAGERING LIMIT</u>	<u>FEE COLLECTED</u> (FROM EACH PLAYER)	<u>FORCED BET</u>
\$1/3.....	\$0.50	\$1.00
\$4/8.....	\$1.00	\$4.00
\$8/100.....	\$2.00	\$8.00

DRAW POKER (JACKS OR BETTER)

Draw Poker (jacks or better) is played with a standard 52 –card deck, and one joker for a total of 53 cards. Standard poker rankings apply. Players are dealt five cards face down, one at a time, in rotation. In Draw Poker (jacks or better) it requires a pair of jacks or better to open the pot. A round of betting begins (check, bet, call, raise, or fold). The following players may discard any number of their original cards and have the same number of cards replaced by the dealer. Another round of betting occurs. The player with the highest ranking five-card poker hand wins. In the event of a tie, the pot is split equally between the two winning hands.

DRAW POKER

All five-card jacks-or-better Draw games require a pair of jacks or better to open the pot. The game is played with a 53-card deck, which includes the joker. The joker can be used either as an ace or as any card that completes a straight, flush, or straight flush. All limit five-card Draw games have fixed-limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw.

In all Draw Poker games, check-and-raise is permitted, and a bet and six raises is allowed in all multi-handed pots.

Note: A player who opens the pot in jacks-or-better must show the openers, whether the hand is called or not, in order to win the pot.

Five aces is the best possible hand (four aces and joker).

If a tie occurs then the pot will be split equally between the winning hands.

The following ranking chart indicates the general categories of hands in descending order of value:

1. five aces (four aces and a joker)
2. royal flush (10, J, Q, K, A, all in the same suit)
3. straight flush (5 cards same suit in a row)
4. 4 of a kind
5. full house (3 of a kind and a pair)
6. flush (5 cards same suit)
7. straight (5 cards in a row)
8. 3 of a kind
9. 2 pair

FEE COLLECTION METHOD

PINEAPPLE

THE DEALER OF THE GAME (HOUSE) HAS NO PLAY IN THE GAME. INITIALLY, AT THE START OF THE GAME THE DEALER BUTTON IS GIVEN TO THE PLAYER TO THE LEFT OF THE DEALER. THE PLAYER TO THE LEFT OF THE DEALER BUTTON IS THE SMALL BLIND. THE PLAYER WITH THE BIG BLIND BUTTON (TWO SPOTS TO THE LEFT OF THE DEALER BUTTON) PAYS THE POSTED FEE COLLECTION. ALL FEE COLLECTIONS WILL BE POSTED PRIOR TO ANY CARDS BEING DEALT. THE FEE IS TAKEN FROM THE POT AFTER THE FIRST ROUND OF BETTING HAS BEGUN AND THEN DROPPED. THE COLLECTION IS NOT A PERCENTAGE OF THE POT. THE PLAYER TO THE LEFT OF THE BIG BLIND STARTS THE ROUND OF BETTING. THIS PROCESS WILL REPEAT ITSELF EACH HAND. THE DEALER BUTTON, BIG BLIND, & SMALL BLIND WILL ROTATE ONE PLAYER EACH HAND IN A CLOCKWISE MANNER AROUND THE TABLE. REGARDLESS OF THE OUTCOME OF THE GAME THE FEE COLLECTION IS ALWAYS DROPPED FOR EVERY HAND. INDIVIDUAL BETS OR WAGERS ARE NOT TO EXCEED \$300.00. BACKLINE BETTING OR SIDE BETTING ARE NOT PERMITTED.

WAGERING LIMITS / FEE AMOUNTS

PINEAPPLE

FEE AMOUNTS

THE PLAYER WITH THE BIG BLIND BUTTON WILL POST ALL FEE COLLECTIONS. AFTER THE FIRST ROUND OF BETTING HAS BEGUN THE FEE COLLECTION WILL BE TAKEN FROM THE POT AND DROPPED.

<u>WAGERING LIMIT</u>	<u>BIG BLIND</u>	<u>AMOUNT OF PLAYERS</u>	<u>FEE COLLECTION</u>
\$1/3	\$3.00	2 - 4	\$1.00
		5 - 6	\$2.00
		7 - 8	\$3.00
\$4/8	\$8.00	2 - 4	\$2.00
		5 - 6	\$3.00
		7 - 8	\$4.00
\$9/18	\$18.00	2 - 4	\$3.00
		5 - 6	\$4.00
		7 - 8	\$5.00

* PLAYERS CANNOT STACK CHIPS *

PINEAPPLE

Pineapple is played with a standard 52-card deck. It uses a flat disc called a dealer button to indicate the player in the dealer position for that hand (even though the game is actually dealt by a non-playing casino employee). The button rotates clockwise after each hand. The player with the dealer button is the last to receive cards.

In Pineapple one or more blinds are used to stimulate action and initiate play. Blinds are posted before the cards are dealt. Blinds are part of a player's bet. The player posts the small blind immediately to the left of the button and the big blind is posted by the player two positions to the left of the button.

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In Pineapple, all players receive three cards dealt face down as their personal hand. Each player must then discard one of their personal cards. After which there is a round of betting. Next three cards are turned face up in the middle of the board simultaneously (this is called the "the flop") after which there is another round of betting. Two more cards are dealt face up on the board one at a time, with a round of betting after each card. The "boardcards" are community cards; a player may use any combination of five cards from among the boardcards and personal cards to form a hand. A player may choose to use all the boardcards and no personal cards to form a hand. This is called "playing the board". The player with the highest ranking 5-card poker hand wins. In the event of a tie, the pot will be split equally between the winning hands.

After each deal the button must move forward, and the blinds will be adjusted accordingly.

PINEAPPLE RULES

1. A new player entering the game has the following options:
 - a. Wait for the big blind.
 - b. Post an amount equal to the blinds and be dealt in immediately.
 - c. Wait for the blinds and buttons to pass and then be dealt in.
2. A new player may not be dealt in between the small blind and the button. You must wait until the button passes.
3. Players must meet their blind obligations for every round of play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
4. If you miss your blinds you may be dealt in by either posting the amount equal to your blinds or by waiting for your big blinds. If you choose to post the amount equal to the blinds only the amount equal to the big blind is live, and the remainder is placed into the pot as "dead money."
5. You may not make up blinds between the big blind and the button.
6. A player may change seats without penalty provided the blind has not passed the new seat.
7. No live "straddle" bets are allowed.
8. A player must declare that they are playing the board before they throw their cards away. Otherwise they relinquish all claims to the pot.

FEE COLLECTION METHOD

CRAZY PINEAPPLE

THE DEALER OF THE GAME (HOUSE) HAS NO PLAY IN THE GAME. INITIALLY, AT THE START OF THE GAME THE DEALER BUTTON IS GIVEN TO THE PLAYER TO THE LEFT OF THE DEALER. THE PLAYER TO THE LEFT OF THE DEALER BUTTON IS THE SMALL BLIND. THE PLAYER WITH THE BIG BLIND BUTTON (TWO SPOTS TO THE LEFT OF THE DEALER BUTTON) PAYS THE POSTED FEE COLLECTION. ALL FEE COLLECTIONS WILL BE POSTED PRIOR TO ANY CARDS BEING DEALT. THE FEE IS TAKEN FROM THE POT AFTER THE FIRST ROUND OF BETTING HAS BEGUN AND THEN DROPPED. THE COLLECTION IS NOT A PERCENTAGE OF THE POT. THE PLAYER TO THE LEFT OF THE BIG BLIND STARTS THE ROUND OF BETTING. THIS PROCESS WILL REPEAT ITSELF EACH HAND. THE DEALER BUTTON, BIG BLIND, & SMALL BLIND WILL ROTATE ONE PLAYER EACH HAND IN A CLOCKWISE MANNER AROUND THE TABLE. REGARDLESS OF THE OUTCOME OF THE GAME THE FEE COLLECTION IS ALWAYS DROPPED FOR EVERY HAND. INDIVIDUAL BETS OR WAGERS ARE NOT TO EXCEED \$300.00. BACKLINE BETTING OR SIDE BETTING ARE NOT PERMITTED.

WAGERING LIMITS / FEE AMOUNTS

CRAZY PINEAPPLE

FEE AMOUNTS

THE PLAYER WITH THE BIG BLIND BUTTON WILL POST ALL FEE COLLECTIONS. AFTER THE FIRST ROUND OF BETTING HAS BEGUN THE FEE COLLECTION WILL BE TAKEN FROM THE POT AND DROPPED.

<u>WAGERING LIMIT</u>	<u>BIG BLIND</u>	<u>AMOUNT OF PLAYERS</u>	<u>FEE COLLECTION</u>
\$1/3	\$3.00	2 - 4	\$1.00
		5 - 6	\$2.00
		7 - 8	\$3.00
\$4/8	\$8.00	2 - 4	\$2.00
		5 - 6	\$3.00
		7 - 8	\$4.00
\$9/18	\$18.00	2 - 4	\$3.00
		5 - 6	\$4.00
		7 - 8	\$5.00

* PLAYERS CANNOT STACK CHIPS *

CRAZY PINEAPPLE

Crazy Pineapple is played using a standard 52-card deck. It is a High-Low Split (8 or better) game; that uses a flat disc called a dealer button to indicate the player in the dealer position for that hand (even though the game is actually dealt by a non-playing casino employee). The button rotates clockwise after each hand. The player with the dealer button is the last to receive cards.

In Crazy Pineapple one or more blinds are used to stimulate action and initiate play. Blinds are posted before the cards are dealt. Blinds are part of a player's bet. The player posts the small blind immediately to the left of the button and the big blind is posted by the player two positions to the left of the button.

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In Crazy Pineapple, all players receive three cards dealt face down as their personal hand, after which there is a round of betting. Next three cards are turned face up in the middle of the board simultaneously (this is called the "the flop") which will follow with another round of betting. At this point, each player must discard one of their cards. Two more cards are dealt face up on the board one at a time, with a round of betting after each card. The "boardcards" are community cards; a player may use any combination of five cards from among the boardcards and personal cards to form a hand. A player may choose to use all the boardcards and no personal cards to form a hand. This is called "playing the board". The winning hand must show both hole cards face up on the table. The best five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

After each deal the button must move forward, and the blinds will be adjusted accordingly.

CRAZY PINEAPPLE RULES

1. Players must discard one holecard after the "flop". Any player who has more or less than two holecards in their hand upon "showdown" will relinquish any claim to the pot.
2. You may use one, two or none of your holecards to win the pot.
3. A new player entering the game has the following options:
 - a. Wait for the big blind.
 - b. Post an amount equal to the blinds and be dealt in immediately.
 - c. Wait for the blinds and buttons to pass and then be dealt in.
4. A new player may not be dealt in between the small blind and the button. You must wait until the button passes.
5. Players must meet their blind obligations for every round of play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
6. If you miss your blinds you may be dealt in by either posting the amount equal to your blinds or by waiting for your big blinds. If you choose to post the amount equal to the blinds only the amount equal to the big blind is live, and the remainder is placed into the pot as "dead money."
7. You may not make up blinds between the big blind and the button.
8. A player may change seats without penalty provided the blind has not passed the new seat.
9. No live "straddle" bets are allowed.
10. A player must declare that they are playing the board before they throw their cards away. Otherwise they relinquish all claims to the pot.

FEE COLLECTION METHOD

NO BUST 21ST CENTURY

BLACKJACK

ALL FEE COLLECTIONS WILL BE TAKEN PRIOR TO ANY CARDS BEING DEALT. THE DEALER OF THE GAME (HOUSE) HAS NO PLAY IN THE GAME. EVERY PLAYER HAS TO PAY A FEE COLLECTION FOR EACH BETTING SQUARE. THE COLLECTION IS NOT A PERCENTAGE OF THE POT. INDIVIDUAL BETS OR WAGERS ARE NOT TO EXCEED \$500.00. BACKLINE BETTING IS NOT PERMITTED.

WAGERING LIMITS / FEE AMOUNTS

NO BUST 21ST CENTURY BLACKJACK

FEE AMOUNTS

ALL FEE COLLECTIONS WILL BE TAKEN PRIOR TO ANY CARDS BEING DEALT. EACH SEAT HAS A TOTAL OF 10 BETTING SQUARES. THERE IS A \$500.00 LIMIT PER SEAT.

<u>PLAYER</u>	<u>ORIGINAL BET</u>	<u>FEE AMOUNT</u> PER BETTING SQUARE FROM EACH PLAYER
PER BETTING SQUARE	\$5/50	\$.50

<u>PLAYER/BANKER</u>	<u>MINIMUM AMOUNT</u> TO BE A PLAYER/BANKER	<u>FEE AMOUNT</u> FROM THE PLAYER/BANKER PER BETTING SQUARE
PER BETTING SQUARE	\$100	\$1.00

* PLAYERS CANNOT STACK CHIPS *

NO BUST 21st CENTURY BLACKJACK

01/27/2003

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**Patent Number 5,503,401, Patent Number re: 36, 255, Patent Number
6,170,828 and three additional patents pending.**

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of No Bust-21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

<u>Card</u>	<u>Value</u>
Ace	1 or 11
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10
Joker	Wild

ROUND OF PLAY

- 1. No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180 degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.**
- 2. The game utilizes a standard 52 card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a single deck, totaling 53 cards and to a maximum of eight decks totaling 424 cards.**
- 3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.**
- 4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.**
- 5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".**
- 6. Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the**

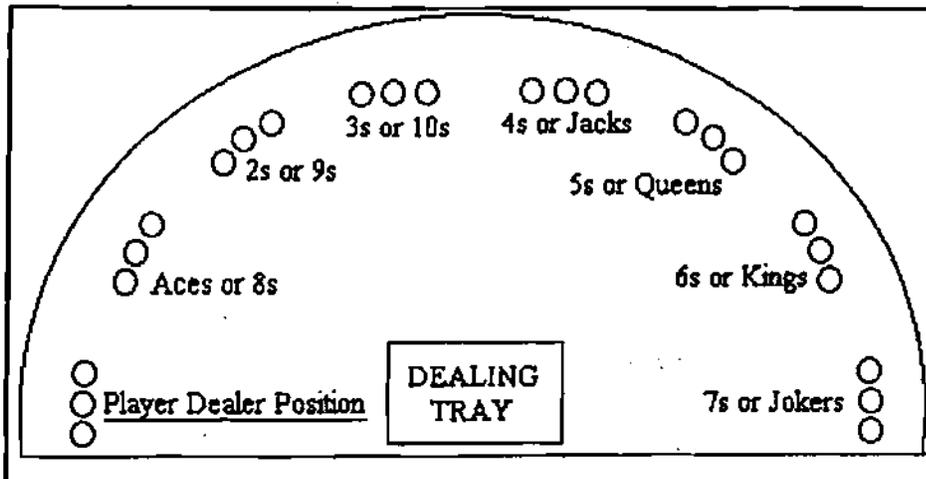
collection fees and drop them into a locked collection box affixed to the gaming table.

7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)
9. Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.

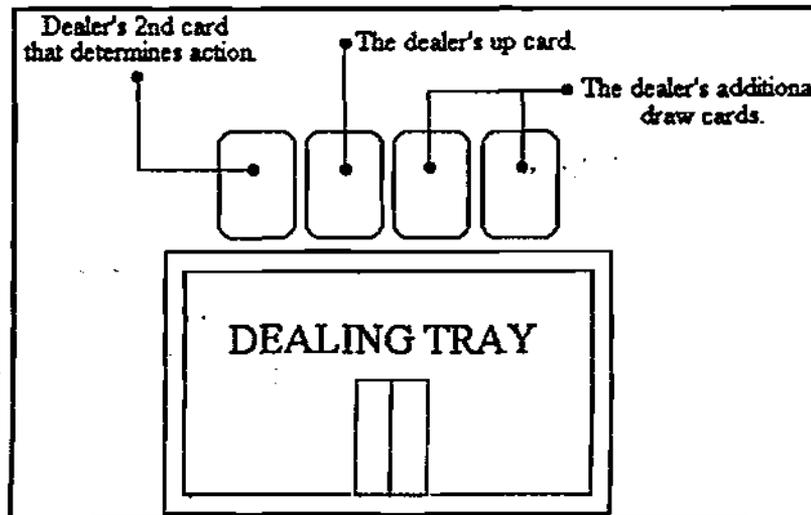
Rules for Players

Must Stand on	Must Hit on	Have Option on
		<u>12</u>
	<u>11 or Less</u>	<u>13</u>
<u>Soft & Hard 20</u>		<u>14</u>
<u>Soft & Hard 21</u>		<u>15</u>
<u>Natural 22</u>		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.)



12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.
15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules for Player/Dealer

Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.
3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
 - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
 - B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22", the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".
10. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
11. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.

12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.
15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
17. Backline betting is allowed; subject to local ordinance or code.
18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

No Bust – 21st Century Blackjack

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

No Bust -- 21st Century Blackjack

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

No Bust Blackjack Rules

DOUBLE DOWN, SPLIT AND SURRENDER

1. Players can double down on any two cards and receive one draw card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
Aces will receive one card on each ace; will not be allowed to re-split.
Any other pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after splitting.
5. Multiple splitting is permitted (up to 3 times) (4 total hands).
6. Players Joker-Joker pays 2 to 1.
7. Players can surrender on their first 2 cards and forfeit half of their wager.
8. If the player/dealer's hand is a natural, double down and split wagers receive no action, only the original bet is lost.
9. All pay-offs are to the extent that player/dealer's money covers.

ADDITIONAL GAME RULES

1. A hand with a Joker is considered frozen, and cannot receive any further action.
2. If the Player/Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw.
3. A Joker with any card or cards is a hard 21.
4. Players with non-Joker hands have the option to draw additional cards.

COLLECTIONS/ LIMIT

1. Collection for the player position will be \$.50 for each box, a maximum of 10 boxes per seated player. Each box will have a minimum of \$5, maximum of \$50. The most any player can wager on one spot is \$500.
2. Collection for the Player/Dealer position will be \$2.00 per hand.

Dealers Procedure

No Bust BlackJack

1. Spread each deck individually, checking the backs of all the cards, making sure the decks are complete with 1 Joker each, after the backs of all the cards have been approved then flip deck over and inspect the fronts of the cards. After deck meets the standards of the club, shuffle the deck twice.
2. Break 8 decks (brick) in half then break the right half in half again placing the bottom portion of the stack on top, making two piles of cards. Take $\frac{1}{2}$ of a deck from the left pile and $\frac{1}{2}$ of a deck from the right pile, shuffle twice. Place the newly shuffled deck in the middle of the table in front of where the cards are shuffled. Take $\frac{1}{2}$ of a deck from the newly shuffled deck, and $\frac{1}{2}$ of a deck from the right pile shuffle the cards twice, place the deck on top of the shuffled cards in the middle of the table, take $\frac{1}{2}$ of a deck from the middle of the table and $\frac{1}{2}$ of a deck from the left pile, shuffle twice then place the cards in the middle of the table, continue this until the entire brick is shuffled and is in one pile in the center of the table.
3. Cut brick in half, cut the left side in half placing the bottom on top of the same pile, Take $\frac{1}{2}$ of a deck from the left pile and $\frac{1}{2}$ of a deck from the right pile, shuffle once, placing the deck in the center of the table, then take $\frac{1}{2}$ of a deck from the pile in the middle, and $\frac{1}{2}$ of a deck from the right pile shuffle once, then $\frac{1}{2}$ of a deck from the center and $\frac{1}{2}$ of a deck from the left pile shuffle once, continue until entire deck is completely shuffled. Place last shuffled deck on top of cut card, then place the rest of the brick on top of the cards on the cut card.
4. Turn brick on the side with cut card facing you. Slide stack of cards over to the shoe, using the side of the shoe to square up the deck. After deck is square take the 2nd cut card and offer the pile of cards to be cut to the Player/Banker, who has 1st option to either cut the cards or let someone else cut the cards. After cards are cut, place the cut portion from the back to the front then square up the deck again using the shoe.
5. Take 2nd cut card out and place it in the brick one deck from the back end, square the brick again and place it in the shoe.
6. Shake the dice cup then offer the dice cup to the Player/Banker, who has the choice of shaking the dice cup or letting one of the other players shake the dice cup. Open the cup and see what number appears on the cup, burn the amount of cards on the dice.

No Bust Additional Rules

1. For Double down wagers, player is allowed to wager up to the amount of the initial wager. Ex: If player bets \$40 and wishes to double-down, they can bet anywhere from \$1-40 on the double down. It doesn't matter whether player has chips or not.
2. Aces are the only pair that player can draw only one card to, if player splits two aces and the first card is an ace, the player is not allowed to split again. If player splits and first card is any card, player is not allowed to double-down.
3. The action button should be placed as soon as the second Player/Bankers card is brought out, the action is counted starting from the Player/Bankers immediate left (if Player/Banker is in seat one, count would start from seat two, seat eight would be number 7, skip Player/Banker, then seat two would count number 8. If Player/Bankers second card is higher than a ten, the Jack is 11, the Queen is 12, the King is 13 and the Joker is 14. So if the Player/Bankers second card is a Jack the action would start from seat 5.
4. The hit cards for players should not be removed from the shoe until the dealer is sure of the signal. If the dealer isn't sure of the signal, the customer should be asked to signal again, if the player doesn't understand the different signals the dealer should show them. If a player gets a card they did not signal for, the card will be burned, and action will continue as if dealer didn't make a mistake.
5. Face cards are ten point value cards, if player has two face cards; they are allowed to split them. So if the player is dealt a Jack and a King, they are allowed to split.
6. If a player decides to surrender, half of the wager is returned to the player; the other half of the wager is placed on top of the cards, and paid to the bank according to where the action button starts. It is possible that if the bank doesn't cover that the player that surrendered could receive his forfeited money back.
7. When cards are being dealt, the middle of the card should be able to be seen after the second card is placed on top, if dealers deal quickly and cover the middle of the card, the second card can be moved so the middle of the card is visible. If the first card is a 6, the blank middle of the card should show, if the card is a 7 the spot in the middle of the card should be visible.

8. A player can bet as many spots as they wish, if they want to bet on spot 1, 4 and 7 they can, the dealer should pay attention to who bets where and when the hand comes due to hit, the dealer should place their hand near the hand and ask the player what he/she wishes to do with the hand.
9. Whenever a customer is buying a bet from the corporation, the customer places twice the amount of the buy bet on the spot they wish, if customer wishes to buy \$100. \$100 of the customers money is placed in the chosen box, the other \$100 is placed an inch or so behind the box that the original buy bet is in, if the hand is not a split or a double-down, the second \$100 is returned to the customer before the hand is acted on (the money is not added to the bank).
10. Whoever is seated has control over the hand that is dealt to that seat. If a player is seated in spot 5 and is betting \$10 and someone bets \$300 on the same spot, the seated player can play the hand how they wish. If the seated player wishes to split and the back line better doesn't the backline bettor doesn't want to split, the back line money will be wagered on the first hand of the split pair. So if the player is dealt two 6's, the first 6 is split the seated player matches his/her initial wager, the backline bettor's money is placed on the first 6 and that is considered their hand.
11. If the seated player decides to play the hand, the backline bettor does have the option of surrendering.
12. \$100 is the minimum to take the bank, unless the player kum-kums with the corporation.
13. If a hand goes over 21, the card making the total go over should be turned sideways, the same as a double down, so that if the Player/Banker makes a hand less than 21, the hands with turned cards can simply be collected and placed in the discard tray.
14. To Qualify for the Player/Banker position:
 - You must pay collection on the Player/Bankers 2nd bank when sitting directly to the left.
 - You must have played a hand if the Player Banker passes the bank after the 1st hand when you are seated directly on the left.
 - If the bank is passed and skips a seat, you are allowed to be the Player/Banker as long as you have played one hand.
 - A customer cannot be the Player/Banker if they have not paid a collection that day

FEE COLLECTION METHOD

7 CARD STUD

ALL FEE COLLECTIONS WILL BE TAKEN PRIOR TO ANY CARDS BEING DEALT OR ANY BETS BEING PLACED. THE DEALER OF THE GAME (HOUSE) HAS NO PLAY IN THE GAME. INITIALLY, AT THE START OF THE GAME THE DEALER BUTTON IS GIVEN TO THE PLAYER TO THE LEFT OF THE DEALER. THE COLLECTION IS NOT A PERCENTAGE OF THE POT. IF THE DESIGNATED HIGH HAND WISHES TO PLAY THE HAND, HE / SHE MUST CALL THE FULL AMOUNT OF HIS / HER BETS. THIS PROCESS WILL REPEAT ITSELF EACH HAND, AND THE DEALER BUTTON WILL ROTATE ONE PLAYER EACH HAND IN A CLOCKWISE MANNER AROUND THE TABLE. INDIVIDUAL BETS OR WAGERS ARE NOT TO EXCEED \$300.00. BACKLINE BETTING OR SIDE BETTING ARE NOT PERMITTED.

WAGERING LIMITS / FEE AMOUNTS

SEVEN-CARD STUD

FEE AMOUNTS

ALL COLLECTIONS OR HOUSE FEES WILL BE TAKEN PRIOR TO AN
CARDS BEING DEALT OR ANY BETS BEING PLACED.

<u>WAGERING LIMIT</u>	<u>FEE COLLECTED</u> (FROM EACH PLAYER)	<u>FORCED BET</u>
\$1/3.....	\$0.50	\$1.00
\$4/8.....	\$1.00	\$4.00
\$8/100.....	\$2.00	\$8.00

7-CARD STUD

1. Lake Bowl plays 7-card stud with a standard 52-card deck.
2. The player/dealer button starts off at the first person to the dealers left. The button moves in a clockwise manner after each hand.
3. For each hand there will be a .50 ante paid by each player which is the fee collection. That fee goes to the house before the start of each game.
4. Each player will receive two card's face down and one card face up on the first round.
5. The player with the lowest card will begin the betting. The first bet is a minimum one-dollar forced bet.
6. Betting will proceed after each round is dealt. There is a total of five rounds of betting. After the first round, it is up to the high hand to start the betting or check. One up card will be dealt for the next three rounds, each proceeding with checking or betting. The final round will be a face down card. This is the last round to bet.
7. If a player cannot call a bet due to running out of chips then there will be a side pot started for all addition betting amongst the remaining players. The player that ran out of chips is considered to be "all in" and is only eligible to win the original pot. In order to win the original pot and the second pot the remaining player must have a hand that is higher than the player's hand that is "all in."
8. Players are not allowed to buy additional chips in the middle of a game.
9. Players are not allowed to share chips or buy chips from other players.
10. Only one person can play a hand at one time.
11. The following ranking chart indicates the general categories of hands in descending order of value:
 1. Royal Flush (10, J, Q, K, A all in the same suit)
 2. Straight flush (5 cards same suit in a row)
 3. 4 of a kind
 4. Full house (3 of a kind and a pair)
 5. Flush (5 cards same suit)
 6. Straight (5 cards in a row)
 7. 3 of a kind
 8. 2 pair
 9. Pair
 10. High card
12. Once all cards are dealt and the last round of betting has been collected, the player who made the last bet must show his cards first. Any players who called the bet must then show their hands. Each player can only use the best five cards out of seven to form the winning hand. Each player must show all seven cards.
13. The player with the highest-ranking hand wins the pot. In the event that there is a tie between two players, the dealer will split the pot between the two winning hands. The pot will be awarded to the winning hand once all losing hands have been killed.

15. If a dealer burns two cards or fails to burn a card, if possible, move the cards to the right position to rectify the error. If it happens on a down card and there is no way to tell which card was received, then the player must accept the card.

16. If any player, other than first position, receives his last card face up, all other players will receive their last card face down. The player or players whose down card was exposed has two options: (1) Declaring themselves all-in for the portion of the pot already played and any subsequent betting will be on the side, or (2) may, at that player's option, continue to be active in any further action in the pot on the final round.

17. If the first player's final card is exposed then all subsequent cards will be exposed. The player that is high on board is first to act and all action stands.

18. In all fixed limit games, i.e. 3-6, 5-10, etc., if a player makes an open pair on the fourth card, that player has the option of betting either \$5 or \$10 (5-10 limit). If he bets \$5, the next player(s) may raise in increments of \$5 or \$10. If a \$10 bet or raise is made, the next raise must be in increments of \$10 (i.e. player "A" bets \$5, player "B" raises to \$15, player "C" has the option of calling the \$15 bet or of raising to \$25. He may not make it \$20.) If that player checks, all other players, in turn, have the option to bet \$5 or \$10.

19. If there are not enough cards left in the deck for each player, the Dealer is to deal all the cards except the last card. He then scrambles the last card and four burn cards, cuts the deck, burns a card and delivers the remaining down cards, using the last card if necessary. If there are five players remaining without a card, the dealer will not burn so that each player may receive a fresh card. If the dealer determines that by using this procedure there will still not be enough cards for all the players, he cannot give any of the players a downcard. Instead, he is to announce to the table that there are not enough cards to go around and that a community card will be used. The dealer will then burn a card and turn a card up in the center of the table. That card plays in everyone's hand. The player with the highest hand initiates the action.

20. A player who calls when his opponents' up cards beat him is not entitled to a refund.

21. A player must have seven cards in order to win. Any other number of cards constitutes a dead hand. Players must protect their own hand.

22. A card accidentally dealt off the table must play. If it is the last card, it is to be treated as an exposed seventh street card.

23. The splitting of pots among players will not be allowed under any circumstances in any game. All hands must be played to completion.

24. When a player turns any of his up cards over after a bet has been made he risks losing all rights to the pot.

25. Cards read for themselves. Dealers will assist in reading hands to the best of their ability, but it is the players responsibility to protect their hand at all times.

26. If a player miscalls his/her hand with intent to cause another player to discard their hand may, at the discretion of management, risk forfeiting the pot and/or expulsion from the cardroom.

27. A players seat will only be held for 15 minutes if there is a waiting list. Once the time is up there chips will be removed from the table and placed behind the dealer. If the player decides to still play, he/she will have to put there name on the waiting list. If he/she decides to cash out, then the dealer will cash them out after that hand.

SECTION III GAME INFORMATION/SPECIFICS

1. Name of the controlled game.

Poker: Texas Hold'em , Omaha Poker, Omaha Hi-Lo Split

2. Copies of published/proposed promotions or advertisement literature must accompany this application.

Brochures describing the play of "Texas Hold'EM" on the PokerPro™ table.

3. A detailed description of rules of the controlled game must be attached and must include the following information:

Texas Hold'EM,

"...players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the "flop") and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player may use any five-card combination from among the board and personal cards. A player may even use all of the board cards and no personal cards to form a hand (play the board). A dealer button is used. The usual structure is to use two blinds..."

Rules provided by Bob Ciaffone via ROBERT'S RULES OF POKER

a. Standards of Play

- 1) The Dealer button will rotate in a clockwise manner as well as the small and big blinds.
- 2) All participants must abide by the published rules.
- 3) No players may discuss their cards between each other.
- 4) Any disputes will be immediately resolved via an instant replay of the hand, on the table.
- 5) All tie hands will split the pot.
- 6) There is no additional collection whatsoever. All collections including the jackpot collection are the same as the currently approved Texas Hold'em game.
- 7) All cards have their face value. The lowest hand is a non-pair with a high card; Ace being the high card. The highest hand is a Royal Flush; ten, jack, queen, king and ace of the same suit.

b. "Standard" 52-card deck or other type of card deck

1) This version of Texas Hold'em poker will utilize an Electro-Mechanical Shuffler in place of traditional cards. The Electro-Mechanical Shuffler shuffles the electronic cards in the same manner as shuffler presently on poker tables.

2) The addition of the Electro-Mechanical Shuffler will remove dealer errors, player errors and more importantly the opportunity for cheating via marking cards, etc. All play will be monitored and supervised by a Lake Bowl cardroom employee. Any disputes can immediately be resolved. All hands of play are stored on the system servers for an indefinite amount of time.

3) The electro-mechanical shuffler has been tested and certified by GLI. The systems servers will be in a secured area within Lake Bowl Cardroom with very limited access. All information (i.e. hands dealt and the amount of money in play and on an individual's account) will be instantaneously saved so in the case of power or network interruption, there will not be a loss of data. In addition, the servers have tape back ups of all data as well as the data being stored with mirroring software across multiple servers.

c. Describe dealing procedures.

1) The electronic cards are shuffled and there is a single deal, to all players of high card to determine the dealer button position.

2) An electronic, 52 card deck is shuffled. Blinds are posted; two cards are dealt to each player "hole cards".

3) Round of betting.

4) The table will "burn" the next card, then deal the flop, or first three community cards to be displayed on the center monitor of the table.

5) Round of betting.

6) The table will "burn" the next card, then deal a fourth card or "turn" card to be displayed on the center monitor of the table as a community card.

7) Round of betting.

8) The table will "burn" the next card, and then deal a fifth card or "River" card to be displayed on the center of the table as a community card.

9) Final round of betting.

d. Number of players in the game.

1) A minimum of two and a maximum of ten players can participate in ring games of Texas Hold'EM.

e. Description of how and when are house fees collected.

1) The collection schedule will be as currently approved by the Division and in place at Lake Bowl Cardroom and will be utilized in this game.

2) The progressive jackpot currently approved by the Division and in place at Lake Bowl Cardroom will be utilized in this game.

f. Betting Limits.

See Attachment #1 for all proposed wagering limits

g. Betting Scheme

- 1) Post blinds, "Small Blind" and "Big Blind" (e.g. \$2 for the Small Blind and \$4 for the Big blind in a \$2/4 N0-Limit game)
- 2) Hole cards dealt
- 3) Round of betting, starting with player to the immediate left of the "Big Blind" (typically a three "raise" limit) with the betting options of "Call", "Raise" or "Fold". The Big Blind will have the options of "Check"(if all other players "called"), "Call"(if someone else raised) "Raise", or "Fold"
- 4) "Flop" dealt as Community cards
- 5) Round of Betting, starting with the first player remaining to the immediate left of the "dealer button". With the options of "Check", "Raise", or "Fold"
- 6) "Turn" dealt as Community card
- 7) Round of betting, with the first player remaining in the game, to the immediate left of the "dealer button". With the options of "Check", "Raise", or "Fold"
- 8) "River" dealt as Community Card.
- 9) Final Round of betting, with the first player remaining in the game, to the immediate left of the "dealer button" With the options of "Check", "Raise", or "Fold"

h. How winners determined and paid.

- 1) At the end of the final betting round the player remaining with the highest hand is the winner.
- 2) If all other players fold before the final round of betting. The remaining player is declared the winner.
- 3) All ties result in a split pot.
- 4) The pot winnings are automatically transferred to the player's table stakes.

4. Describe a "round of play." Also provide a video of the controlled game being played, if available.

- a. A minimum of two and a maximum of ten players can participate in the game.
- b. The game is played on a poker table modified with individual displays for each player and a 42" flat screen monitor in the center of the table where the action of the table is viewed by players and supervisor(s).
- c. Players log into there seats utilizing a player card with a magnetic stripe, and an associated Personal Identification Number (PIN) unique to the individual, which will be inserted into card reader at there personal LCD display and will display the amount of funds the player has available to them to bring to the table.
- d. The electronic cards are shuffled and there as a single deal, to all players of high card to determine the dealer button position.
- e. The electro-mechanical shuffler shuffles the 52 card deck. Once the big and small blinds (the first two seats to the dealers left) are posted, two cards are dealt to each player.

- f. The player seated to the left of the player posting the big blind must place a check, wager or fold. This follows in a clockwise manner around the table until all players have checked, wagered or folded their hands.
- g. The table will “burn” the next card, then deal the flop, or first three community cards to be displayed on the center of the table, the player in the big blind position will check or bet. This process will follow in a clockwise manner around the table until all players have checked, wagered or folded.
- h. The table will “burn” the next card, then deal a fourth card to be displayed on the center of the table and the same wagering will take place. The same goes for the fifth, or “river” card.
- i. After all wagers have been made; the winner will be determined and paid. A new electronic 52 card deck will be shuffled and play begins again once the “dealer” button is rotated one spot to the left of the previous spot.
- j. Any dispute will be settled by a Lake Bowl Cardroom employee trained in the use of the electronic table and the Directors tablet.

5. DESCRIBE THE TYPE OF GAMING TABLE UTILIZED FOR THE GAME.

Based on customer demand and advancement in the industry, Lake Bowl Cardroom proposes to modify the existing Texas Hold'em poker game by utilizing a modified traditional poker table with an Electro-Mechanical Shuffler. The table will be modified by the addition of a LCD screen in front of each player as well as a larger 42" display in the center of the table. No physical cards or chips will be utilized as in the currently approved game. All cards and chips will be an electronic facsimile or representation.

All rules and standards that apply to the current Texas Hold'em poker game will remain the same including the rotation of the dealer button, placement of wagers, collection of table fees and Jackpot collection, the dealing of cards, wagers, reading of the hands, and the awarding of the pot to the winner.

There is a jackpot element attached to this game which will function in the same manner as that of the current poker jackpot the Division of Gambling Control (Division) has approved. The jackpot collection, administrative fees, payout of winners, and accounting procedures will not change.

Third Party Provider of Proposition Player Services (TPPPPS) as defined in section 19984 of the California Business and Professions Code (the Gambling Control Act) do not participate in this game within their official capacity.

6. List other equipment used.

- a. Electro-Mechanical Shuffler – Calculated algorithm that shuffles an Electronic deck of 52 cards.
- b. Director's Tablet, - Device used to administrate the electronic poker table(s). Also interfaces to the secured and controlled computer systems that displays the cards and instantly records all cards, wagers and contributions.

7. **Provide a glossary of terms used in the controlled game.**

Action

A fold, check, call, bet, or raise. For certain situations, doing something formally connected with the game that conveys information about your hand may also be considered as having taken action. Examples would be showing your cards at the end of the hand, or indicating the number of cards you are taking at draw.

All In

When all a player's chips are in the pot.

Bet

The act of placing a wager in turn into the pot on any betting round.

Big Blind

A forced wager to stimulate action in a poker game.

Burn card

After the initial round of cards is dealt, the first card off the deck in each round is discarded.

Button

See Dealer Button.

Buy In

The minimum amount of money a player must sit down with in order to play a particular game.

Cage

The place where the player will deposit money into the player account.

Call

To accept the previous action. If another player bets, to continue to play you must call to match the wager (or raise).

Cap

To put in the last raise permitted on a betting round (third raise).

Center Pot

The main pot. If a player goes all-in and there is more betting, a new (side) pot is displayed.

Check

To waive the right to initiate the betting in a round, but to retain the right to act if another player initiates the betting.

Chop

Divide the pot.

Chip

The electronic facsimile of a clay chip used instead of cash at a gaming table.

Collection

The fee charged in a game.

Community Cards

The common cards used by all players. The cards that are in the middle of the table during the hand.

Deal

To give each player cards or put cards on the board.

Dealer Button

A white button used to determine who will be the first to act in wagering.

Flop

The first three community cards dealt and displayed on the center of the table.

Fold

To throw your hand away.

Fourth Street

The first board card after the flop (also called the turn card).

Flush

A Poker hand consisting of five cards of the same suit.

Full House

A hand consisting of three of a kind and a pair.

Hand

- a. All a player's personal cards.
- b. The five cards determining the poker ranking.
- c. A single poker deal.

Heads-up Play

Only two players involved in play

Hole cards

The cards dealt facedown to a player

Kicker

The highest unpaired card that helps to determine the value of a five-card poker hand.

Limit

A game where there is an established maximum bet, and raise.

Main Pot

The pot where all bets were matched by all players involved in the hand. If a player is not able to match a bet (because they are all in), then a side pot is created.

Missed Blind

A required bet that is not posted when it is your turn to do so.

Muck

To fold a hand. It is also the pile of folded and burned cards in front of the dealer.

No-Limit

A betting structure where players are allowed to wager any or all of their chips in one bet

Pot-Limit

The betting structure of a game in which you are allowed to bet up to the amount of the pot.

Raise

To increase the amount of the previous bet. The increase is determined by the type and the limit style of the game.

Rebuy

To buy more chips, bring more money into the game.

Re-raise

To raise after somebody has already raised.

Ring Game

Playing a Cash game at the regular poker tables as opposed to a tournament.

River Card

The fifth and last card dealt for the community board.

Side Pot

A pot that is created when one or more players are all-in.

Small Blind

A forced wager to stimulate action in a poker game. Half of the big blind.

Shuffle

The act of mixing the cards before a hand

Split Pot

A pot that is shared by two or more players

Straight Flush

Five cards in consecutive rank

Table Stakes

- a. The amount of money you have on the table. This is the maximum amount that you can lose or that anyone can win from you on any one hand.
- b. The requirement that players can wager only the money in front of them at the start of a hand, and can only buy more chips between hands.

Tournament

An event where a group of players sit down with the same number of chips and continue play until only one player has all of the chips. In tournaments, there is a buy-in for each player and all of the money is added up and divided into a prize pool.

Turn Card

The fourth card dealt for the community board.

Wager

To bet or Raise.